



ILLITHID OUTCAST

You are an outcast, and serve no elder brain colony. In Wildspace where distances are huge, this is not a totally uncommon incident.

SHUNNED, BUT POWERFUL

Other people don't really like Illithid, but most will respect you out of fear.

ILLITHID TRAITS

As an Illithid you gain the following traits

Ability scores. Your intelligence increases by 2.

Languages. Deep Speech, Undercommon, Telepathy 120 ft (see below).

Telepathy. You can speak telepathically to any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself. Creatures without telepathy can receive and respond to these telepathic messages but can't initiate or terminate a telepathic conversation.

Darkvision. Accustomed to the depths of the Space and the Underdark, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You are trained in the Intimidation skill.

Mind Player Resistance. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Tentacles. You can use your action to attempt to grapple a creature within 5 feet of you with your tentacles. On a success, you also deal psychic damage equal to 1d4 + your Intelligence modifier, and you can't use your tentacles on another target until the grapple ends. Additionally, you can use your action to try to pin a creature grappled by your tentacles. When you do so, the creature must make an Intelligence saving throw. The DC for this saving throw equals 8 + your Intelligence modifier + your proficiency bonus. On a failed save, the creature is stunned until the start of your next turn, and both you and the creature are restrained until the grapple ends.

EXOTIC RACES

If you're a player, consult with your DM before creating an exotic race. Many DMs like to consider the implications for their campaign before allowing an exotic race. Your DM may or may not allow an exotic race, and may impose class or other character option restrictions as they seem fit.

If you're the DM, including an exotic races in your campaign is a storytelling opportunity, a chance for you to decide the roles that different peoples play in the tales you weave. You might decide that a race here is common in your campaign, or that only a few members, if any, still exist. Whatever you decide, consider how it can enhance the narrative of your games.

Extract Brain. If you kill a creature with your tentacles during a grapple, you can consume the fresh brain and sense the mire of it's fleeting emotions and thoughts. While consuming a fresh brain you can perform a Intelligence (Investigation) check DC 15 to learn one piece of simple information, typically less than 10 words, from the brain. The brain only knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive. The brain can't maintain a conversation, and it can't speculate about future events.

RACIAL FEATS

Illithid in the *Monster Manual* are equivalent to a 13th level character, these feats will bring you closer to the true power of your race.

ILLITHID PSIONICS

Prerequisite: Mind flayer

You gain the following benefits:

- Increase your Intelligence or Charisma by 1, to a maximum of 20.
- You learn psionics, which are a mark of your people. You learn **detect thoughts** and **levitate** spells, each of which you can cast once without expending a spell slot. You regain the ability to cast these two spells in this way when you finish a long rest. Intelligence is your spellcasting ability for these spells.

POWERFUL MIND

Prerequisite: Mind flayer

You gain the following benefits:

- Increase your Intelligence or Wisdom by 1, to a maximum of 20.
- **Mind Blast.** You can use your action to magically emit psychic energy in a 15-foot cone. Each creature in that area must succeed on an Intelligence saving throw. The DC for this saving throw equals 8 + your Intelligence modifier + your proficiency bonus. On a failed save a creature takes 2d8 damage psychic damage and is stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The reach and damage increases to 30ft and 3d8 at 6th level, 60ft and 4d8 at 11th level, and 90ft and 5d8 at 16th level. After you use your mind blast, you can't use it again until you complete a short or long rest.



Brewed by Jay, a.k.a. [u/KameBit](#) and [@KameBit](#)

Find more brews and ideas at [KameGames.com](#)

Special Thanks to my fellow brewers of the *Discord of Many Things*